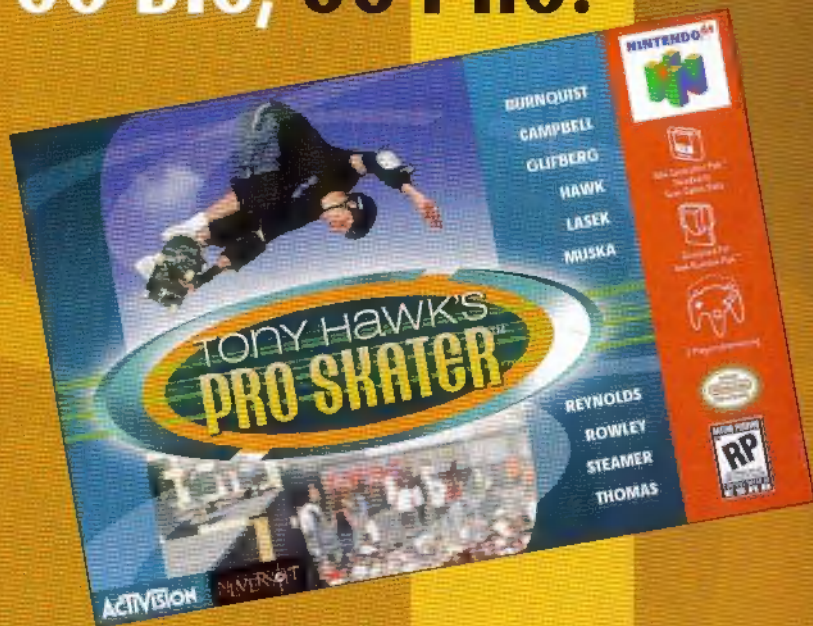


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INSTRUCTION BOOKLET

VIGILANTE 8E2 2ND OFFENSE



ACTIVISION



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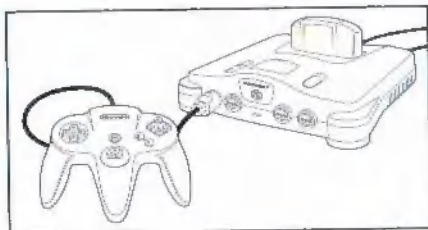
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GETTING STARTED

Connecting the Nintendo® 64 Controller



To play *Vigilante 8: 2nd Offense*, connect a Controller to socket one located on the front panel of the Control Deck.

If you change the connection during the game, you will need to turn the power OFF to make the connection active.

Rumble Pak™/Controller Pak™

The game, *Vigilante 8: 2nd Offense*, is compatible with the Rumble Pak and Controller Pak accessories. Before using them, read the Rumble Pak and Controller Pak instruction booklets carefully.

Any time you start a game, you will be prompted to insert your Rumble Pak or Controller Pak at that time. If you are not using a Rumble Pak or Controller Pak, you will see a message reminding you that the Rumble Pak or Save/Load features will not be available. Remember, it is important to only switch your Rumble Pak and Controller Pak when prompted to do so.

Note: *Vigilante 8: 2nd Offense* may not be compatible with all 3rd party accessories.

Control Stick Function

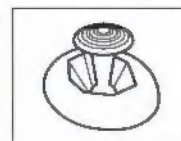
The Nintendo 64 Control Stick uses an analog system to read the angles and directions of its movement. This allows subtle control that is not possible using the conventional + Control Pad.

When turning the Control Deck power ON, do not move the Control Stick from its neutral position on the controller.



If the Control Stick is held at an angled position (as shown in the picture on the left) when the power is turned ON, this position will be set as neutral. This will cause games using the Control Stick to operate incorrectly.

To reset the neutral position once the game has started, let go of the Control Stick so it can return to its center position (as shown in the picture on the left) then press START while holding the L and R Buttons.

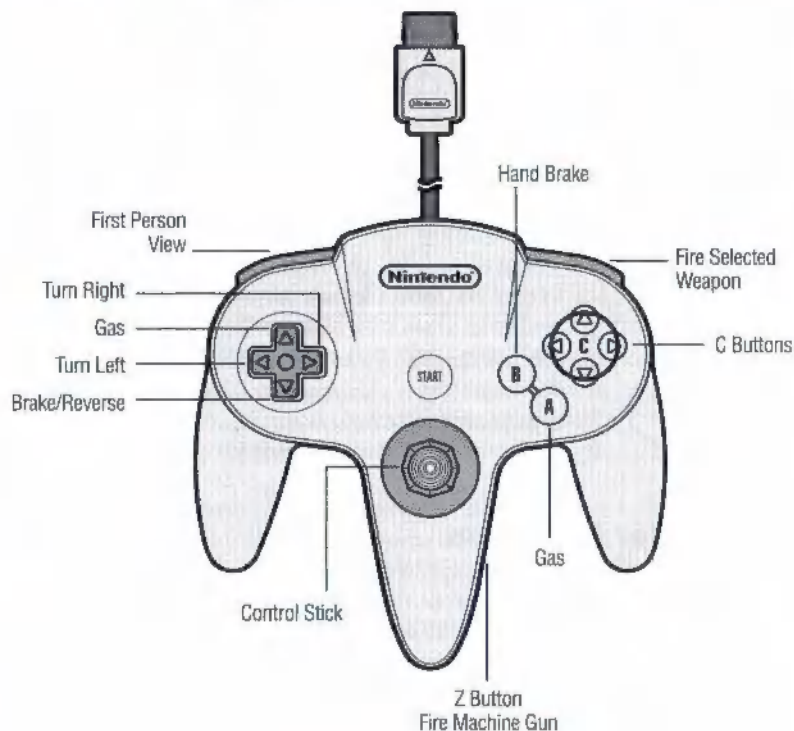


The Control Stick is a precision instrument—make sure not to spill liquids or place any foreign objects into it. If you need assistance, contact a Nintendo Authorized Repair Center.

Controller Pak Menu

Press and hold Start upon powering up or reset to access the Controller Pak menu. This will allow you to view and delete game notes from a Nintendo 64 Controller Pak. Follow on-screen instructions to Exit or Delete Notes.

Vigilante 8: 2nd Offense Controls



Control Stick Right	Turn Right
Control Stick Left	Turn Left
Control Stick Left/Right	
+ Hand Brake	Tight Turn
Control Stick Down + Hand Brake	Reverse
C ▲ Button	Rear View
C ▼ Button	Select Targets
C ◀ Button	Toggle Weapons Left
C ▶ Button	Toggle Weapons Right

Main Menu

One Player

Choosing One Player allows you to choose between one-player Arcade Mode, Quest Mode or Survival Mode.

Quest Mode – Quest mode consists of a series of eight levels for each character. To win each level, you must complete the mission objectives and destroy all enemy vehicles. Enemy vehicles are automatically chosen and the number of enemy vehicles as well as each enemy's skill increases with each level successfully passed.

You must fulfill both primary and secondary objectives before destroying all enemies. You can review your objectives at any time during gameplay by pressing **Start** to pause the game, and selecting **Objectives**.

Successfully completing all objectives will lead to "unlocking" additional characters/vehicles! If you fail to fulfill any of the mission objectives in Quest Mode, you can replay that level and try again.

Your primary objective usually requires you to find and collect some items (e.g. a few briefcases or gas cans). Occasionally, you will be required to deliver these items to a specific location. Collected items get stored in one of your weapon slots. If your mission objective requires that you deliver an item somewhere on the map, drive to that location, select the item to deliver by using the **Toggle Weapon** buttons and then eject it by pressing the **Fire Selected Weapon** button. You can only unload your collected items at the required locations.



Arcade Mode – In Arcade mode, you must select an arena, a vehicle and opponents. (You may select up to 12 enemy vehicles per arena.) Use the control stick to select the opposing vehicles and the number of times each can regenerate.

Survival Mode – In Survival mode, you must select an arena, a vehicle and opponents. The object is to see how many enemies you can destroy before you are eliminated. You will face unlimited waves of enemies with a maximum of four enemies facing you at any given time. The number of cars you destroy will be displayed as icons on the bottom right of the screen. You will also get a repair wrench power-up each time you total an enemy car.

Two Player

Choosing Two Player allows you to choose between two-player Versus, Cooperative or Quest Mode.

Versus Mode – In the two-player Versus mode, you can battle it out with another opponent. There are no enemy vehicles in Versus mode. The match ends when one player successfully destroys the other. You can then choose replay to begin another battle.

Cooperative – The two-player cooperative mode allows two players to team up against a group of enemies. The enemy vehicles engage both players. The game ends when either of the players dies or after you destroy all of the enemies, so be sure to help your buddy!

Quest Mode – The Two Player Quest Mode allows two people to participate in a character's Quest. Player 1 assumes the role of the primary character, while Player 2 assumes the role of a buddy from the same team. Both players must remain alive in order to complete the Quest. All other aspects are identical to One Player Quest.

Multiplayer

Choosing Multiplayer allows you to choose between Brawl, Team or Smear modes.

Brawl (3-4 Players) – In the Multiplayer Brawl mode, you can battle it out with up to three other human opponents. The match ends when one player successfully destroys all the other players. By pressing the **B Button** you can replay the same game. There are no enemy vehicles in Brawl mode.

After the arena is selected, all players can select a vehicle. Use the Control Stick to select a vehicle and then press the **A Button** to confirm the selection. All players must select a vehicle to start the match.

Team (3-4 Players) – In the Multiplayer Team mode, you and a teammate can battle it out with two other human opponents. The match ends when one team successfully destroys the other team. By pressing the **B Button** you can replay the same game. There are no enemy vehicles in Team mode.

In Team mode, any player can select the arena. After the arena is selected, all players must select a vehicle. Use the Control Stick to select a vehicle and then press the **A Button** to confirm the selection. Players 1 & 2 are Team 1 and players 3 & 4 are Team 2. Your teammate is the gray dot on the radar.

Smear (3-4 Players) – In the Multiplayer Smear mode, it is player one versus up to three human opponents. The match ends when the team successfully destroys player one or vice versa. By pressing the **B Button** you can replay the same game. There are no enemy vehicles in Smear mode.

After the arena is selected, all players must select a vehicle. Use the Control Stick to select a vehicle and then press the **A Button** to confirm the selection. Your teammates' are the gray dots on the radar.

Options Screen

Game Status – Shows the status of all unlocked/available characters. To read the full character bios, select a character and press the **C Down Button**.

Controller Pak™ – Allows the player to load, save and delete games. Any vehicle upgrades acquired during gameplay are saved when a game is saved.

NOTE: CONTROLLER PAK 1 saves only Player 1's game data, CONTROLLER PAK 2 saves only Player 2's game data, CONTROLLER PAK 3 saves only Player 3's game data and CONTROLLER PAK 4 saves only Player 4's game data. This allows players to use their customized vehicles in two-player/multi-player modes regardless of whether or not their vehicles are on the same CONTROLLER PAK.

Difficulty – This section allows players to adjust difficulty and weapons damage. First select the player(s) difficulty you want to adjust, then select difficulty levels (87 easy, 89 med, 92 hard).

Here you can also adjust weapon damage settings for each player, which will affect the amount of damage objects and vehicles can sustain before being destroyed. A low damage setting will typically result in lengthy battles, and vice versa. Select the player(s) you want to adjust damage for and then select a weapons damage setting (1 bullet – low damage, 2 bullets – medium damage, 3 bullets – high damage.)

Each player is able to set his difficulty and damage settings separately, thus allowing them to set a handicap for any given player. In Two-Player Cooperative Mode, the enemies use the same difficulty and damage settings as Player 1.

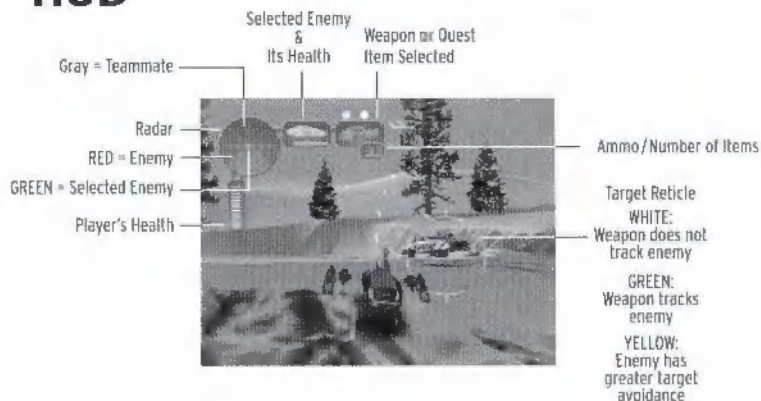
Controllers – Allows the player to configure the controllers. First, select the player's controller to adjust and then use the Control Stick to adjust the settings.

Audio – Allows player to adjust music and track settings.

Backstory – Read the story behind *Vigilante 8: Second Offense*.

Credits – The people behind the scenes.

HUD



Upgrading/Customizing Vehicles

Upgrading your Vehicle

Within the game, each vehicle has preset values for acceleration, top speed, armor and target avoidance. These are shown in the Select Player screen. However, each vehicle and its default values can be upgraded. Each time the player destroys an enemy, a "salvage points" power-up appears on the map. Salvage point power-ups are worth 2-10 salvage points each (depending on the Difficulty/Damage settings) and enhance the characteristics of the player's vehicle. For example, if the player picks up 10 acceleration salvage points, their car will accelerate more quickly next time around. When the player obtains 50 points of a specific type, their vehicle is upgraded, and a new attachment is added to the chassis. The attachments include wider tires, spoiler wings, antennas, ram bars, etc. When the player obtains a full 100 points in every category, they are rewarded with a completely new chassis for their car.



Customizing Vehicle Color

The player can customize the color of his vehicle by pressing the **C Down Button** at the Select Player screen. Use the Control Stick to change the color and the saturation of the color.

Propulsion Mechanisms

Throughout the game, the player will be able to transform his vehicle using different propulsion mechanisms. These propulsion mechanisms change the way each vehicle handles, allowing them to perform different maneuvers and travel to different areas of each level. The different propulsion mechanisms can be obtained by picking up the appropriate power-up icons. Once collected, the mechanism will remain attached and functional until a moderate amount of damage is sustained, in which case it will revert to standard wheels or a different mechanism power-up is collected. Any mechanism can be ejected manually by simultaneously pressing the **Toggle Weapon Buttons**. The following is a list of the propulsion mechanisms available in the game.



Hoverpods

Hoverpods enable each vehicle to hover a few feet off of the ground. This gives each car the ability to travel over virtually any terrain, and the ability to jump much farther than usual. Be careful when using these, however, as the resulting loss in traction can cause the vehicle to slide around more than it usually does on wheels.



Hydrofloaters

Hydrofloaters help a great deal when traveling over water. They transform the player's vehicle into a sea-faring vessel, changing the front tires into flotation devices and the rear ones into propellers. When the player drives back onto land, the hydrofloaters automatically revert to standard tires.



Skis N' Treads


These provide a tremendous advantage on snow levels, as they help maintain traction on slippery surfaces. Using Skis N' Treads turns each vehicle's front wheels into skis, and rear wheels into oversized, treaded tires.


Standard Weapons


MOSQUITO MACHINE GUN





The Mosquito is equally popular with the Coyotes, Vigilantes and Drifters for its cheap price and unlimited ammo! Standard equipment on all cars.


INTERCEPTOR MISSILIES  Guided Missiles	Combo Moves	Cost
	UP-UP-DOWN-FIRE MACHINE GUN	2
	UP-UP-UP-FIRE MACHINE GUN	2
	UP-UP-RIGHT-FIRE MACHINE GUN	2 - 4

BULL'S EYE ROCKETS  Dumb Fire Rockets	Combo Moves	Cost
	UP-DOWN-DOWN-FIRE MACHINE GUN	2
	UP-DOWN-UP-FIRE MACHINE GUN	2 - 5
	UP-DOWN-RIGHT-FIRE MACHINE GUN	3

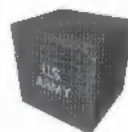
SKY HAMMER MORTAR Experimental Auto-Tracking Mortar 	Combo Moves	Cost
	DOWN-DOWN-DOWN-FIRE MACHINE GUN	2
	DOWN-DOWN-UP-FIRE MACHINE GUN	2 - 5
	DOWN-DOWN-RIGHT-FIRE MACHINE GUN	2

BRUSIER CANNON  Auto-Targeting Cannon	Combo Moves	Cost
	DOWN-UP-DOWN-FIRE MACHINE GUN	2
	DOWN-UP-UP-FIRE MACHINE GUN	2 - 6
	DOWN-UP-RIGHT-FIRE MACHINE GUN	2

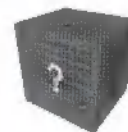
ROADKILL MINES Get Rid of Tailgaters. 	Combo Moves	Cost
	LEFT-RIGHT-DOWN-FIRE MACHINE GUN	2
	LEFT-RIGHT-UP-FIRE MACHINE GUN	2 - 6
	LEFT-RIGHT-RIGHT-FIRE MACHINE GUN	2

BRIMSTONE BURNER  Flame Thrower	Combo Moves	Cost
	RIGHT-LEFT-UP-FIRE MACHINE GUN	10
	RIGHT-LEFT-DOWN-FIRE MACHINE GUN	2 - 16
	RIGHT-LEFT-RIGHT-FIRE MACHINE GUN	5

In addition to the standard weapons, you will come across two different crates.



Green Crate
Contains a
Special Weapon



Brown Crate
Surprise: May
be any standard
weapon or a
Special Weapon

Power-Ups



Shield (Green) – Special force-field protects the vehicle from being damaged for a limited time.



Radar Jammer (Yellow) – Confuses enemy radar and homing devices for a limited time.



Weapon Upgrade (Blue) – Doubles the damage factor of any standard weapon fired for a limited time.



Repair Wrench – Partial damage repair.

RULES OF ENGAGEMENT

Weapons

- In addition to your machine gun, you can carry up to three other weapons at a time. If you pick up more, your currently selected weapon will be discarded, so plan ahead! Discarded standard weapons can be collected again but you better act quickly, before they disintegrate.
- Your weapons systems are prone to overheating, so their firing rates have been set for optimal performance at the factory. If you attempt to fire faster than allowed, you will hear a buzzer and the weapon won't fire. Likewise, if you keep firing your machine gun continuously, it will slow down to a crawl. So, learn the timing or give it a breather!

Targeting

- By default, your radar is set to auto-targeting mode; it will attempt to target the enemy directly ahead of you, regardless of its distance.
- You can override the selected target at any time by pressing the **Select Target** button (C down) which targets the enemy closest to you. Pressing the button repeatedly allows you to cycle through all enemies. Once the override is engaged, it will remain locked onto its new target. When a new weapon is selected, or the selected enemy is destroyed, the radar will revert to auto-targeting mode.

Characters, Vehicles and Special Weapons

VIGILANTES: CONVOY (Locked)



Convo, the newly married Vigilante trucker, and his wife, Houston, were on the road when they spotted three unusual vehicles approaching from the opposite direction. Before Convo could react, the vehicles opened fire...

Vehicle

Livingston Truck

CLASSIFIED

Special Weapon

Rolling Thunder

CLASSIFIED

HOUSTON (Locked)



After freeing herself of OMAR's mind-control device, Houston slowly recovered. She married ex-Vigilante Convo. However, her dark past continued to haunt her - she still suffers from amnesia and nightmares. She knew OMAR would be back.

Vehicle

Samson Tow Truck

CLASSIFIED

Special Weapon

Tow Hook

CLASSIFIED

JOHN TORQUE



Horrified when he found his friends Convo and Houston missing, J.T. unearthed a couple of old Mosquitoes from Convo's backyard and set out on a search for his friends...

Vehicle

Thunderbolt



Special Weapon

Wheel O'Fortune



SHEILA



Convo's niece put her academic studies on hold when she received an alarming call from John Torque. Apparently, the Coyotes had resurfaced, led by a mysterious new leader, and both her uncle and Houston were missing!

Vehicle

Wonderwagon



Special Weapon

Tantrum Gun



ALL-STAR TRIO



Tomey, Romey and Leilah began touring at the age of 14 and their incredible stunt shows soon captivated audiences nationwide. In 1977, they set out for the Southwest in search of their missing sister.

Vehicle

Dakota Stunt Cycle



Special Weapon

Soaring Glory



COYOTES: LORD CLYDE (Locked)

2017: Ex-Vigilante Slick Clyde turned OMAR leader. In his most desperate move yet, he acquired a time-travel device to send himself back to the days when OMAR still had a chance of putting America out of business—the '70s.

Vehicle

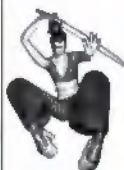
Excelsior Stretch Limo

CLASSIFIED

Special Weapon

Chain Lightning

CLASSIFIED

OBAKE (Locked)

past2017: Ex-Vigilante Slick Clyde turned OMAR leader. In his most desperate move yet, he acquired a time-travel device to send himself back to the days when OMAR still had a chance of putting America out of business—the '70s.

Vehicle

Tsunami

CLASSIFIED

Special Weapon

Rift Blade

CLASSIFIED

DALLAS 13

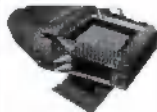
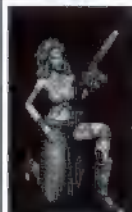
2017: Dallas 13 was the latest and most advanced 'biobot' in OMAR's long line of cybernetic henchmen. Dallas was created specifically for Lord Clyde's Mission Second Offense.

Vehicle

Palomino XIII

**Special Weapon**

Mega Collider

**NINA LOCO**

A master smuggler and dealmaker, Nina managed to stockpile most of the classified weaponry that was originally stolen from the military by the Coyotes. Wanted by the FBI and Mexican mob, she gladly signed up with Clyde.

Vehicle

El Guerrero

**Special Weapon**

Lemming Missile

**MOLO**

Disillusioned after the Coyotes' defeat, Molo began burglarizing gas stations and trailer parks. He was eventually caught and sent to "Juvie" hall. He rejoined the Coyotes after Clyde busted him out during a prison transport.

Vehicle

Blue Burro Bus

**Special Weapon**

Smog Check

**DRIFTERS: CHASSEY BLUE (Locked)**

After joining the FBI, the agency wanted Chasey to investigate reports of renewed Coyote activity in Arizona, and its possible connection to local time disparities and abnormal weather patterns.

Vehicle

Vertigo

CLASSIFIED

Special Weapon

Star Power

CLASSIFIED

PADRE DESTINO (Locked)

This traveling preacher was busy spreading the word, however, not by singing gospel. Instead, he was promoting the idea of an impending Armageddon. To this effect, he liked to follow each of his sermons with a good dose of destruction...

Vehicle

Goliath Halftrack

CLASSIFIED

Special Weapon

Hades Gate

CLASSIFIED

AGENT R. CHASE

2017: Agent Chase—one of the CIA's best detectives—had been following OMAR and its enigmatic leader, Lord Clyde, for years. Following the discovery of Clyde's time warp, Agent Chase volunteered to travel to the '70s, to apprehend Clyde and bring him back.

Vehicle

Chrono Stinger

**Special Weapon**

Hard Time



ASTRONAUT BOB O.

No one ever heard the astronaut speak, or saw his face, which was always hidden behind a helmet. He was simply known as Bob O. When new auto skirmishes began in the fall of 1977, Bob's rover was often reported seen amidst the action.

Vehicle

Moon Trekker

**Special Weapon**

Collector

**GARBAGE MAN**

He was first spotted in 1976 near Nevada, rummaging through a landfill. He's been seen as far as Florida and Oregon but didn't appear to be associated with any trash company. No one knew what he did with the stolen refuse...

Vehicle

Grubb Dual Loader

**Special Weapon**

Compactor



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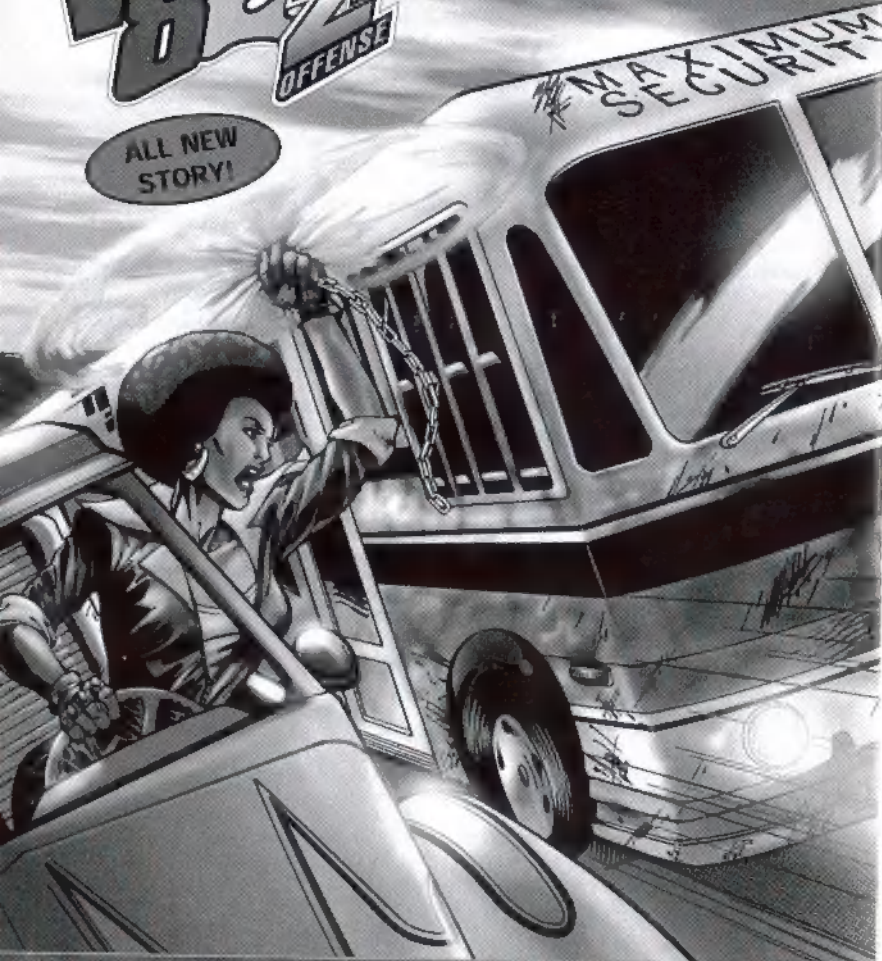
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